

NEMESIS THE WARLOCK

INSTRUCTIONS (ALL VERSIONS)

To finish once and for all the evil regime of Torquemada, Grand Master of Termight, Nemesis the Warlock must fight his way to the heart of Torquemada's empire.

To protect himself, Torquemada sends out attack waves of his demented followers, the Terminators.

To complete each screen Nemesis must first kill enough Terminators to weaken their resolve. Then, and only then, can he search for the exit to the next screen.

The exit from one screen to another can be anywhere leading off the screen (up, down, left or right) and only trial and error will reveal its location.

Nemesis need not rely only on his sword Excessus to kill his enemies. If he manages to find any ammunition hidden on the screen he can use his gun until he runs out of bullets.

On each screen Nemesis has the power, JUST ONCE, to spit fiery acid at his tormentors. This will kill everything it touches!

As the bodies of dead Terminators pile up, Nemesis may find it helpful to climb up or walk across them. In fact, this may often prove essential if a screen is to be completed.

The longer it takes for Nemesis to leave a screen the greater will Torquemada's influence become on it. As Torquemada's face becomes more visible at the bottom of the screen, he will direct his twisted mind to the Terminators' corpses who will grotesquely burst into life as scythe-wielding zombies. Zombies are more difficult to kill than Terminators, but once dead, they stay dead.

Watch out for the ghostly swords of dead Terminators.

The display at the bottom of the screen shows:-

1. A panel where Torquemada's face will gradually appear as his influence grows.
2. The number of Terminators left to kill before Nemesis can search for the way out to the next screen.
3. The number of bullets in the gun.
4. The heart of Nemesis. As he weakens, Torquemada's grip will tighten. If the life blood is squeezed out of it - Nemesis dies!!

ACTION	JOYSTICK (ALL VERSIONS)	DEFAULT KEYS		
		SPECTRUM	AMSTRAD	COMMODORE
LEFT	←	Q	Q	JOYSTICK ONLY
RIGHT	→	W	W	
DUCK	↓	E	J	
JUMP	↑	R	I	
SWING SWORD OR SHOOT GUN IF CARRYING BULLETS	} FIRE	T	O	
SPIT FIERY ACID (ONCE PER SCREEN)		SPACE	SPACE	SPACE
QUIT		BREAK	ESCAPE	RUN/STOP

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NEMESIS
THE WARLOCK

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CREDITS

Programmed by Creative Reality (Jas Austin, Michael Archer, Dave Dew).

Nemesis the Warlock created by Pat Mills

Cover illustration by Brian Talbot

Sound by Rob Hubbard

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